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BANTHA TRACKS

JOURNAL OF THE OFFICIAL **STAR WARS/LUCASFILM** FAN CLUB

LABYRINTH™



George Lucas, David Bowie, and Jim Henson take you into a dazzling world of fantasy and adventure—the world of LABYRINTH.

LABYRINTH

*More than making a Movie:
Creating a New Reality*



Muppets, puppets, creatures and costumes. What's the difference? According to *LABYRINTH* Director, Jim Henson, there is no difference of any importance. During a break in the filming at the cavernous Elstree Studios near London, Henson met with your editor to talk about his work and his newest film, *LABYRINTH*. The Henson Associates, Inc./Lucasfilm Ltd. production stars David Bowie and Jennifer Connelly; George Lucas is Executive Producer. Firstly, Henson says he enjoys creating something that cannot exist in reality — the reality of this world and of this time frame.

"I enjoy all of the stuff we're doing. And, I enjoy what puppetry is capable of, and I enjoy exploring and pushing beyond the things that we've done before and trying new things. I enjoy mixing the art of motion pictures with the art of puppetry. And, basically creating something on film that doesn't exist even in reality. A lot of the scenes we play with the characters, you cannot perform in a straight run. But, by using different ways of performing a character and properly editing it together you create that performance on film as its own reality."

"Most of our work is like that going back to the *MUPPET SHOW*. The *MUPPET SHOW* was a half hour and took place in a theater. Now that half hour never existed. It never existed in reality. We created that reality. It was shot over about three days. The theater wasn't there. The audience wasn't in front of the performance. I mean the



whole thing never existed. And yet, by the art of television and the art of editing and the art of puppetry, we created something that doesn't even exist. And, that to me is very exciting. Most of our movies are the same way. They're things that cannot exist except in our final form."

*One of the things Henson has strong feelings about is the use of the word puppet. In *LABYRINTH*, Henson and crew are not working with puppets; but rather, with creatures which are much more complicated.*

"All puppets are creatures. But, not all creatures are puppets. Virtually, everything that we do is technically a puppet. Basically, in reality, everything that's a manipulated figure is a puppet. One of the technical definitions is any

articulated figure is a puppet. For our own purposes, we use the word creatures. Creatures is more accurate. The characters we've created for *LABYRINTH* are highly sophisticated mechanisms operated by teams of people working together. The mechanism and the team become a creature when performed. It goes back to creating a new reality. In this new reality the mechanism and the team of operators become something that cannot exist outside this reality; a creature."

*LABYRINTH is populated by many of these creatures. Like a maze with walls, the *LABYRINTH* is a complicated series of tests and trials, pitfalls and challenges*

*Like a maze with walls, the *LABYRINTH* is a complicated series of tests and trials, pitfalls and challenges through which Jennifer Connelly must pass to save her baby brother. The maze and the goblins that live there come together to create a whole new, fantastic reality.*



John Brown



THE CREATURES FOR LABYRINTH

The Reasons They're So Real

Bantha Tracks visited the creature shop set up at EMI Elstree Studios to build the complicated mechanisms that play most of the roles in the new Henson Associates, Inc./Lucasfilm Ltd. production, LABYRINTH. What we saw was foam, fiberglass, aluminum, cables, levers and pulleys all working together to create creatures so lifelike one expects them to get up and walk on their own.

One of the lead roles is that of Hoggle who makes his way through the maze with the heroine, Sarah. In action, Hoggle looks like a walking talking living being. But, he is really four people operating radio-remote controls for the face, and a little person inside to walk it about.

Hoggle and his co-stars, Ludo and Sir Didymus, are the latest generation of super-creatures that began with mechanisms like Yoda and Jabba the Hutt — creatures with many movement possibilities mimicing human muscles.

Supervising animatronics designer, Tony Dunsterville, told us how it's done. Firstly, the conceptual artists on the picture decide what the creature will look like. In LABYRINTH this is Brian Froud and Jim Henson. They approve final sketches which the creature shop sculpts in clay. After the clay sculpture has been approved, a mold is then made around it and foam casts of the head are made. Tony says this long process is only the beginning of building a creature.

A fiberglass skeleton is made to support the head and the creature's body. Things like arms and hands all have to move as if this were a real creature. The head, hands and skeleton then have their animatronics added. That's the name for all the devices that make the creature move.

through which Jennifer Connelly must pass to save her baby brother. The maze and the goblins that live there come together to create a whole new, fantastic reality.

All films create their own reality, even documentaries which in the process of recording something alters it. Jim Henson seems to stretch that process out a bit further by populating films with characters that cannot exist outside the film, set in situations that likewise can't exist any other way. For LABYRINTH Henson teamed up with Executive Producer, George Lucas also a master of creating realities and universes. As the summer of 1986 release date approaches, we'll tell you more about this remarkable collaboration.

■ Maureen Garrett, Jok Church



"We look at the script and decide the kinds of expressions this creature should be able to make. Then we look at the operator inside the creature and measure the space that's left over and figure out how to get everything mechanized with the room we have inside it. With Hoggle we had only an inch around the operator to get in all the mechanics for 16 different facial expressions. Things like: smiles, sneers, talking, eye movement, eye brow motion, eye lids."

The skin of the creature is made from a fine, flexible, pliant latex foam so that it can be stretched the way we stretch our own skin everytime we move our facial muscles. Unlike us, these creatures don't have muscles on the inside, they have cables and levers pushing and pulling the foam from that one inch clearance on the inside. Tony says the crew figures how to make creature faces by making faces of their own.

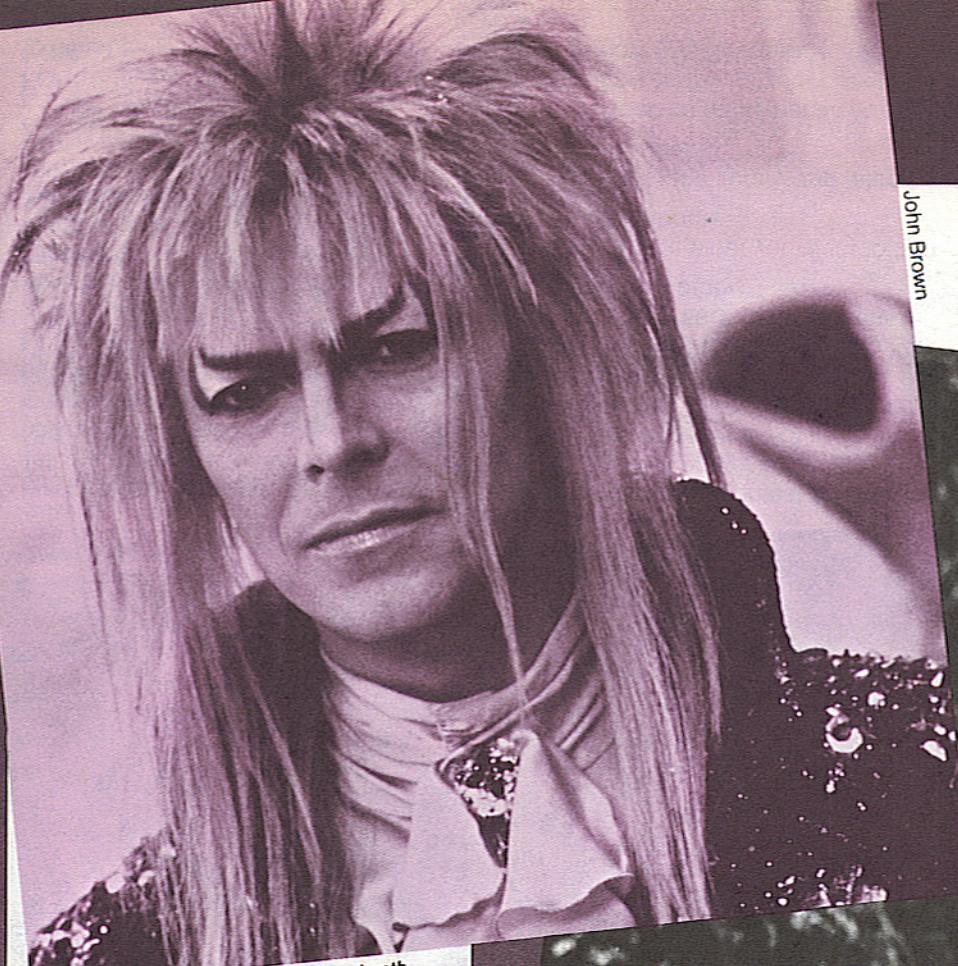
"We make faces with each other. Mug around, seeing what's moving, what pulling, what's pushing and try to emulate that on the foam. We look at each other a lot; move each other's faces into expressions. And then, we actually construct a mechanism that pushes and pulls like our own faces."

Because of the tight one inch clearance inside Hoggle's head it's difficult to put in all of the machinery necessary for a full range of facial expressions. To go from a frown to a smile involves a lot of movement. So, sometimes there are what Tony calls, different sculpts. A head that is in a sad expression, a smiling face and a neutral one. The different sculpts then have their own animatronics added.

After the animatronics have been approved, the creature goes to make-up and wardrobe where its skin is meticulously painted by hand to look like real skin. Hair is added, and the creature is clothed. It's now ready to go before the cameras and, according to Tony, that's when the creature shop will



TRACKS



LABYRINTH star David Bowie as Jareth the Goblin King.

finally learn if all their work paid off. Until the creature is performed by its team of operators, it's only a very complex machine. If designed properly, and performed well by the team, that machine becomes a creature.

The motors and solenoids that control the faces are activated by radio signals. Tony told us, with a lot of electrical cables running out, the actors inside would trip and fall. And the cables would have to be hidden from the cameras, so radio control wins out.

On the other end of the remote controls are teams of operators, each looking at a video monitor. Video cameras follow the creature's face giving each operator a 'real time' look at what's happening on the other end of the remote control. With their eyes glued to those monitors and their hands on the controls, the control team and the person inside the creature act as one entity, together. It takes a lot of rehearsal and actually thinking and moving together.

Sometimes the process can be watched on the faces of the control team. If a character is grimacing, it's

John Brown

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John Brown



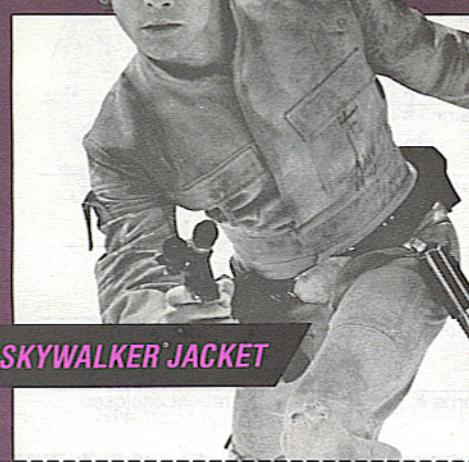
a sure bet the operators will all have that same expression on their faces, too. It's pretty wild to look at these people making faces in unison while they all look at video monitors concentrating on their creature — seemingly unaware of their own facial expressions.

Hoggle is just one of dozens of creatures all working together to

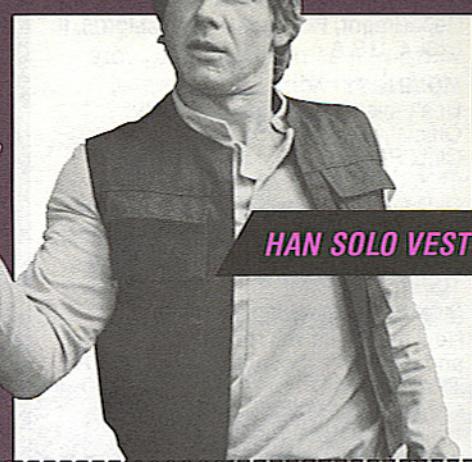
create a magical film. As the release date for LABYRINTH approaches we'll tell you more about its creatures and their operators. Also, about the intricate sets, and the film's stars, Jennifer Connelly and David Bowie.

■ *Jak Church, Maureen Garrett*

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IT'S A DUCK!

Trapped in a world he never made, HOWARD THE DUCK, is coming to the wide screen in a Lucasfilm Ltd. Production set for a summer of 1986 release.

HOWARD THE DUCK

HOWARD THE DUCK, based on the Marvel Comics character, comes from Duck World — another planet in another dimension. Unhappily for Howard, he fell through an interdimensional portal, a reality warp and ended up in Cleveland, Ohio. That happened about 15 years ago in HOWARD THE DUCK issue #1. Since then, Howard has moved all over this "World He Never Made," wearing his crushed business hat, smoking his cigar and getting into and out of jams. As an outsider, Howard can become a caustic and witty social critic-at-large.

He calls human beings, "hairless apes," since humans are unknown on Duck World. Cigar smoking, wise quacking ducks are, for the most part, unknown here on Earth; so Howard is often called upon to validate his own existence. His usual response to doubters is, "No more Mr. Nice Duck!"

HOWARD THE DUCK will be filmed in Northern California with William Huyck directing. Gloria Katz is the Producer and George Lucas is the Executive Producer. Huyck and Katz wrote the screenplay. It's a reunion for Huyck, Katz and Lucas, who all worked together on

AMERICAN GRAFFITI and INDIANA JONES AND THE TEMPLE OF DOOM.

HOWARD THE DUCK is still being cast. As details become available, we'll let you know about them, here in BANTHA TRACKS.

RANDOM ACCESS WINNERS!

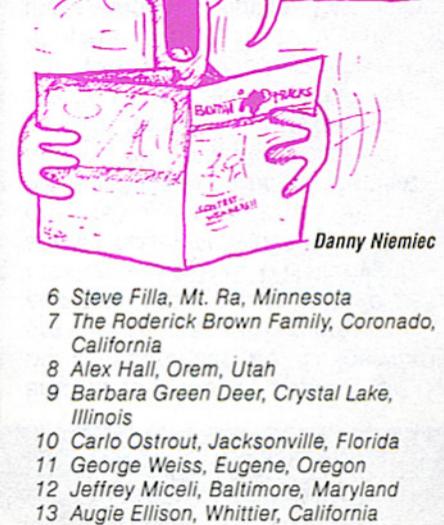
George Lucas reached into a large box holding all 10,393 of your Random Access entries, mixed them up, and drew five lucky winners. Ninety-five other entries were selected by a Lucasfilm team, bringing the total to 100 winners!

Joining George for the drawing were Annie Arbogast, the voice of Sy Snootles and lyricist for the song Lapti Nek; recent Emmy winners from ILM, Bruce Nicholson, Mike Pangrazio and Dennis Muren; Lucasfilm Ltd. President, Doug Norby; EWOKS & DROIDS Associate Producer, Paul Dini; Lucasfilm Ltd. Senior Vice

President, Sid Ganis; and your Fan Club Director, Maureen Garrett.

You may recall from the Random Access rules that the first five winners receive their choice in the Grand Prize Package. Listed here, then, are the 100 winners. Listed with the five Grand Prize Winners are the prizes they chose.

- 1 Robert Howell, Buffalo, Kentucky WINS C-3PO's Hand!
- 2 Nicholas Bassett, Southmoor, Oxon, England WINS C-3PO's Foot!
- 3 Jerri Gridley, Fremont, California WINS a Bunker Reactor Model!
- 4 David May, Traverse City, Michigan WINS a piece of the Death Star!
- 5 Andy Jayne, Camden, New Jersey WINS a piece of the Death Star!



- 6 Steve Filla, Mt. Ra, Minnesota
- 7 The Roderick Brown Family, Coronado, California
- 8 Alex Hall, Orem, Utah
- 9 Barbara Green Deer, Crystal Lake, Illinois

- 10 Carlo Ostrout, Jacksonville, Florida
- 11 George Weiss, Eugene, Oregon
- 12 Jeffrey Miceli, Baltimore, Maryland
- 13 Augie Ellison, Whittier, California
- 14 Steven Morrison, Perth, Scotland
- 15 Paul Abdey, Kent, England

DARTH VADER IN NATION'S CAPITAL

Like a leering gargoyle, the face of the Sith Lord will peer down to the nation's capital from a spire of the Washington Cathedral. The stone carving of Vader will be placed on the cathedral by the National Geographic Society.

The Society publishes a magazine for younger members called "World," which had a contest for readers to draw a grotesque. A grotesque is technically a piece of art characterized by fanciful or fantastic human or animal forms that distort the natural to absurdity, ugliness or caricature. Grotesques or gargoyles were installed on the roof line of old castles or churches and acted as downspouts. Rain water poured off the roof through their mouths.

Apparently, Darth Vader qualified, and is one of four winners in the readers' contest. With the installation of Lord Vader's face high above the halls of government, those who walk the halls will have a constant reminder of the Dark Side of the Force — the side to avoid.

When pictures are available, we'll show you the Vader gargoyle at the Washington Cathedral.

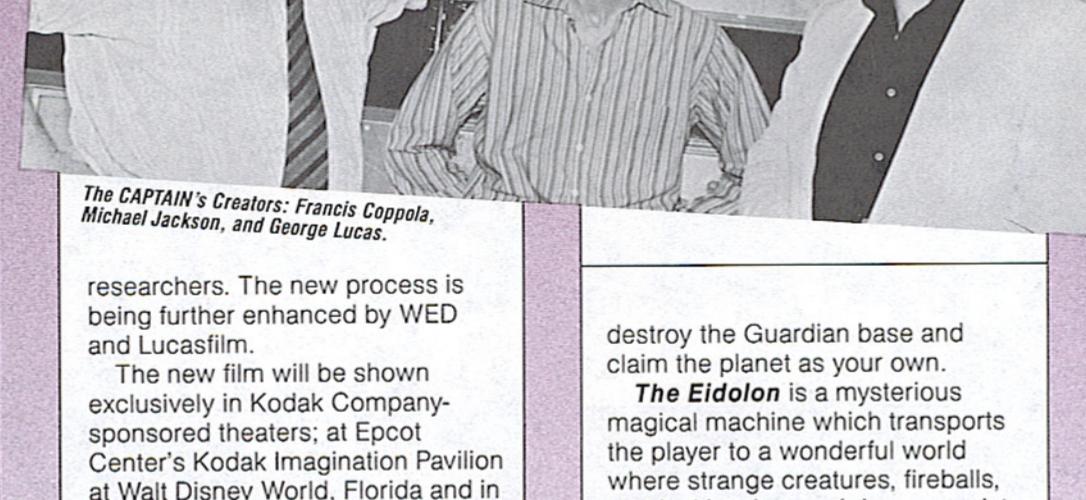
MICHAEL JACKSON IS CAPTION EO

The Movie Magic of George Lucas joins the Music Magic of Michael Jackson at the Magic Kingdom.

Michael Jackson will switch on his Dancing Machine and seem to break right out of the screen in the new 3-D production, CAPTION EO — a musical space fantasy with original songs written, produced and performed by Jackson.

Michael Jackson heads an all star cast and crew beginning with Director, Francis Ford Coppola and Executive Producer, George Lucas.

CAPTAIN EO will be filmed using a new three-dimensional film process originally engineered by Walt Disney's WED Enterprises in cooperation with Eastman Kodak.



The CAPTAIN's Creators: Francis Coppola, Michael Jackson, and George Lucas.

researchers. The new process is being further enhanced by WED and Lucasfilm.

The new film will be shown exclusively in Kodak Company-sponsored theaters; at Epcot Center's Kodak Imagination Pavilion at Walt Disney World, Florida and in a new theater being specially built in Tomorrowland at Disneyland, California. CAPTAIN EO opens in 1986.

TWO NEW VIDEO GAMES FROM LFL

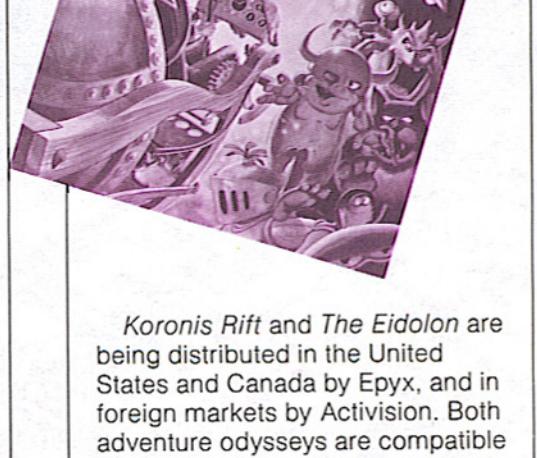
The Lucasfilm Games Division has just released two new state-of-the-art home computer games.

In *Koronis Rift* players are techno-scavengers on the fabled planet Koronis. With the help of Repo-Tech Robot, you attempt to seize weapons and shields found in the abandoned Ancient hulks while dodging the hostile Guardian saucers. Your goal: to reach and



destroy the Guardian base and claim the planet as your own.

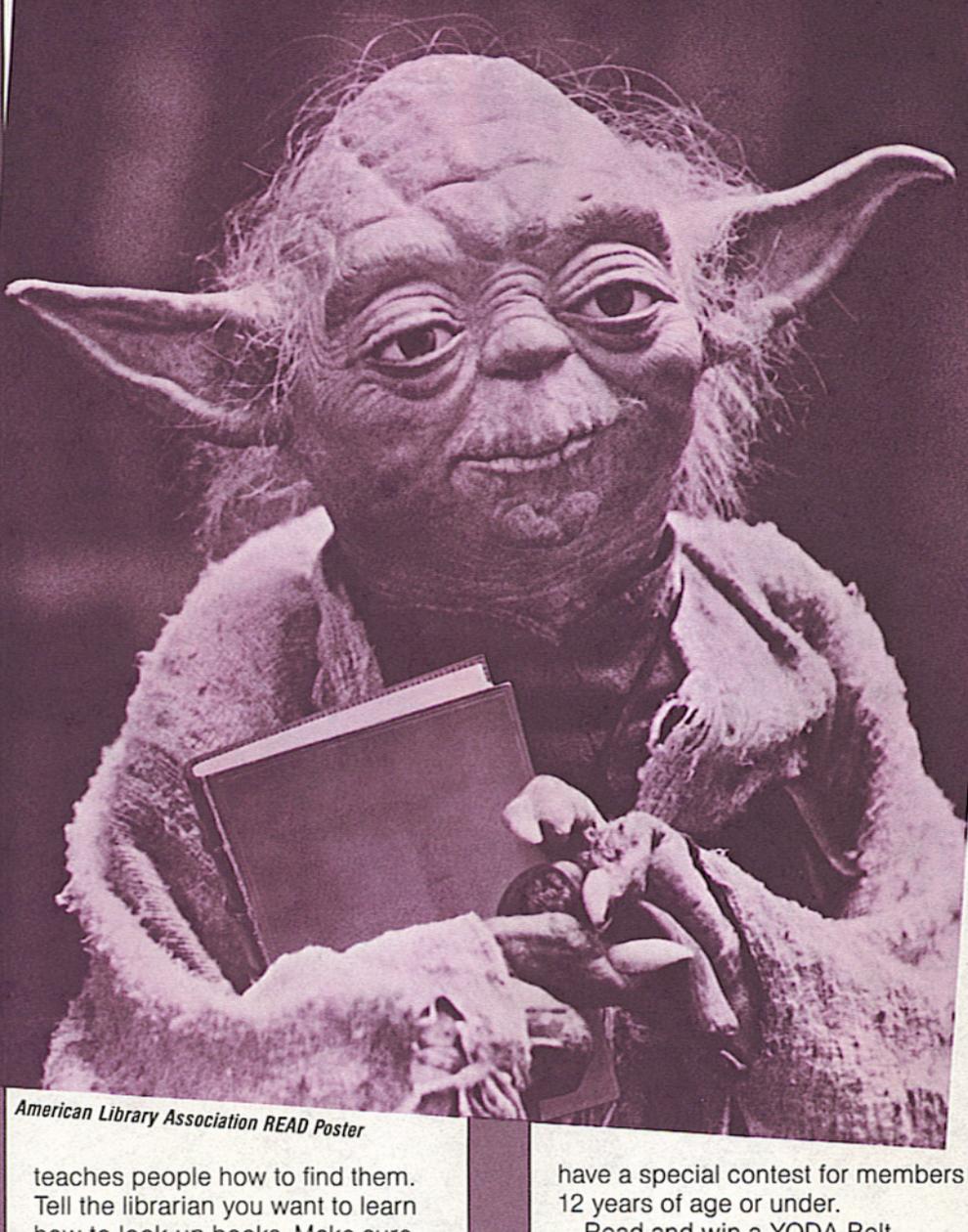
The Eidolon is a mysterious magical machine which transports the player to a wonderful world where strange creatures, fireballs, magical barriers and dragons exist. Learn to manipulate the forces of magic, transform the creatures of this unknown realm, create and capture fireballs and even alter the flow of time itself. Trace the journey of Dr. Josef V. Agon, the Eidolon's inventor, and perhaps you'll discover what really happened to him over 100 years ago.



Koronis Rift and *The Eidolon* are being distributed in the United States and Canada by Epyx, and in foreign markets by Activision. Both adventure odysseys are compatible with Atari and Commodore home computers, with other versions to be introduced in the future.

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and The Force is with you.



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Yoda also says, "Read and the FORCE is with you." We agree and to help you learn about libraries we

have a special contest for members 12 years of age or under.

Read and win a YODA Belt Buckle. We have 100 YODA Belt Buckles provided by Dan and Jim Leiberfarb of the LEE Company, who also want to see you learn about the library.

- 1) Decide what you want to find out about.
- 2) Go to the library and learn how it works.
- 3) Read as many books as you can on the subject between now and February 1, 1986.

4) Tell your parents about this and have them mail us a letter listing the TITLES and AUTHORS of the books you've read. Have them tell us your age. Have them SIGN the letter as your PARENT or GUARDIAN.

5) Mail the letter to:
YODA SAYS, READ
OSWLFLFC
P.O. Box 2202
San Rafael, CA 94912

Don't include other mail with your entry. Mail other things like Special Product orders in a SEPARATE ENVELOPE.

6) The people who read the most books for their age will receive a YODA Belt Buckle.

7) Remember, you're on your own to be honest about the number of books you read. Watch out for the dark side of the FORCE.

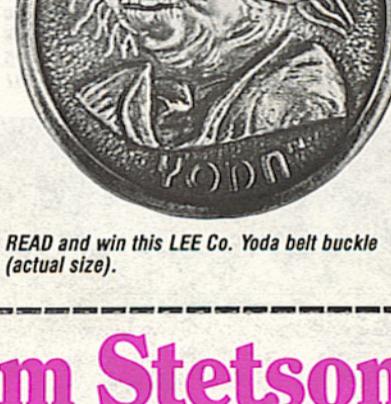
8) The letter to us must be postmarked no later than February 1, 1986.

9) Contest open to all current STAR WARS/Lucasfilm Fan Club members age 12 years or under, except for employees of Lucasfilm Ltd. and their immediate families.

10) Your entry constitutes permission to publish your name and city/town in the winners' list. Make sure your name is printed or typed.

11) Entries not verified by a parental/guardian signature will not be valid for entry.

12) READ THE INSTRUCTIONS AGAIN and make sure you understand all of them. Discuss this with your parents. GOOD LUCK!



READ and win this LEE Co. Yoda belt buckle (actual size).

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VERY, VERY IMPORTANT!

Many times it is impossible to respond to letters because people forget to tell us who they are, so please remember to include your name, address and force number each time you write to us. Whenever possible, for a faster response, please enclose a SASE with your letter of inquiry.

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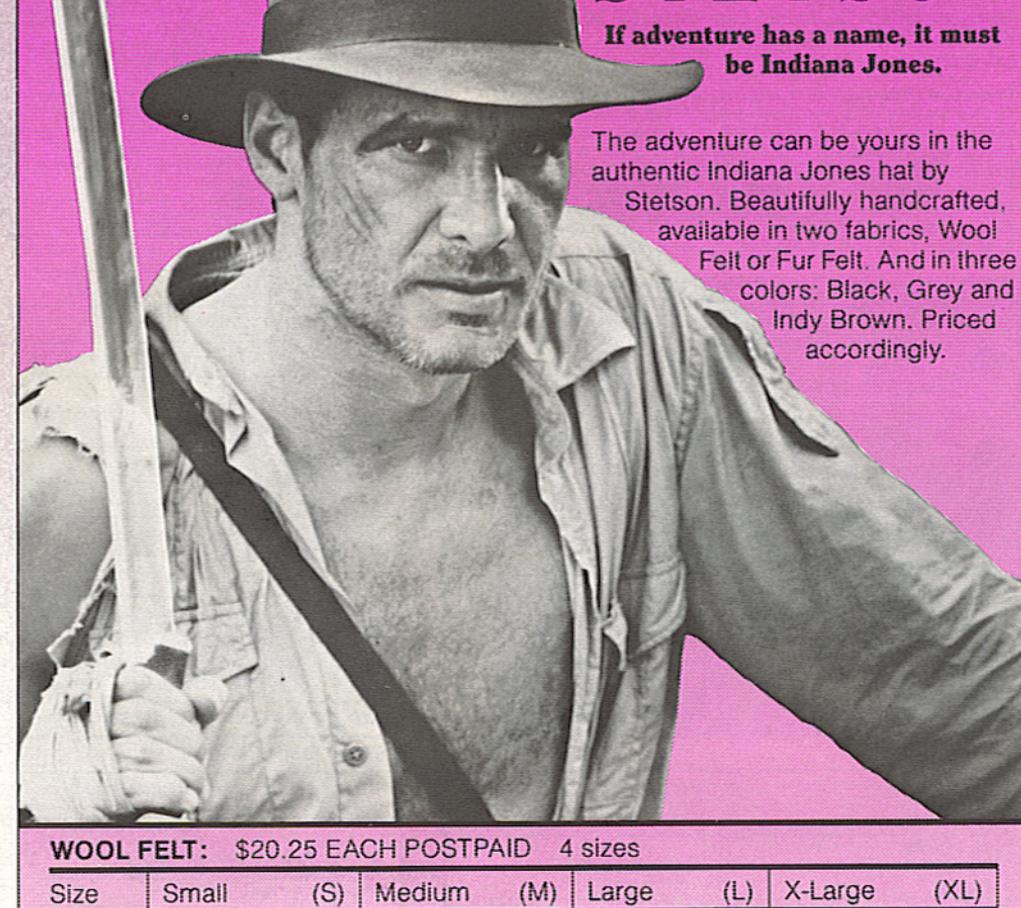
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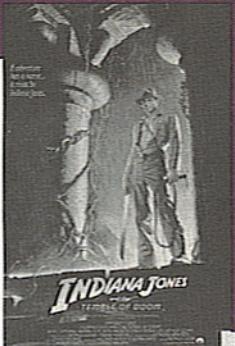
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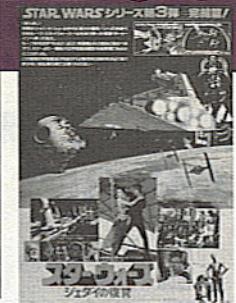
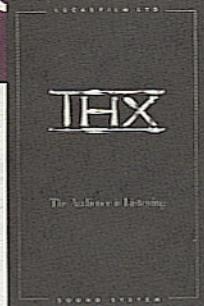
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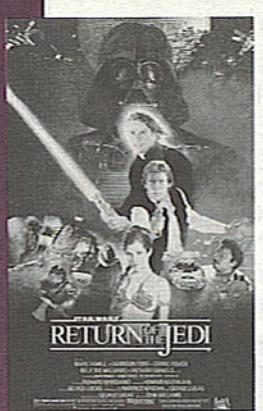
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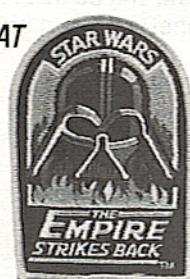


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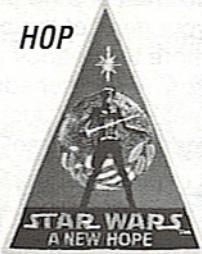
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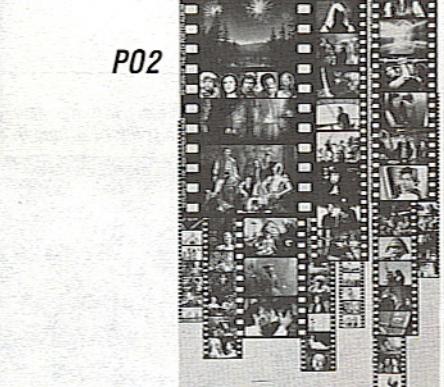
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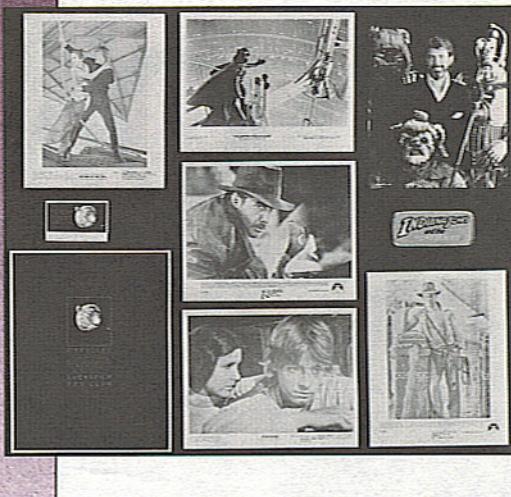


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